Mobile Application Selection Rubric

	WELL MEETS NEED	ADEQUATELY MEETS NEED	DOES NOT MEET NEED	COMMENTS
Aligned to Common Core Standards (CCS)	Documentation aligns app to CCS	App is loosely tied to CSS	App is not aligned to CSS	
Content presents in random order	Content is randomized; every game is new	App has several levels; Students will recognize game after play	App can be played once; same content repeated	
Engaging	Students will definitely like this	Students will probably like this	Students will not enjoy this	
Levels of difficulty	App will meet needs of all classroom groups	App has more than one level of difficulty	App has one level of difficulty	
Meets my students' needs	Students really need this content	App will be fun for students, but not generally needed	Students don't need this content	
Platform matches school equipment	App works with existing technology	App will work with some of school's technology	App isn't formatted to work with school's technology	
Research-based	Research-base is included with the app	Seems like there may be research to support this; I will need to find it	No research base for this app	
Scholastic presentation	App is very academic; supports serious learning	App isn't academic but has some learning value	App is a cute, fun game but little academic value	
Self-correcting	Feedback is provided; student either repeats work or is given instruction for learning	Feedback indicates right/wrong answer, then game proceeds	No feedback is provided	
Various modes of play	App allows for multiple players as well as play for different needs	App may be only used with a group	Single player only	

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